

CLAIMS

We claim:

1. A system for enabling games of chance for prizes on at
5 least one remote game computer, where each game has at
least one associated outcome that is predetermined by a
central authority with an associated central management
computer that authorizes game play on the remote game
10 computer and provides for verification of any winnings
represented by said at least one outcome after game play
by the central authority, comprising:
- at least one game computer including associated
memory and processing means for executing at least one
program from said associated memory, said at least one
15 program including a game program, said processing means
executing said game program to enable the player to play
at least one game on said game computer upon receipt of
outcome and game authorization data in response to a
purchase request, said data representing at least one
20 predetermined outcome where game play results in
revealing said at least one predetermined outcome to the
player, said game computer further having authentication
means operatively associated therewith for generating
authenticatable messages; and
- 25 a central management computer having associated
memory, processing means for executing at least one
program from said central management computer associated
memory, and central management computer authentication
means operatively associated therewith for generating and
30 authenticating authenticatable messages, said central
management computer for enabling an authenticated session
to communicate said data through at least one of a direct
electronic connection and a manually input data step to

said game computer to enable said central management computer to authorize game play on said game computer while said game computer is not connected to any other device during play, and to enable prize redemption after game play.

2. In a system for enabling games of skill for prizes on at least one remote game computer, where each game has at least one known correct solution and where a central authority authorizes players to play the games on the game computer, the solutions to which are verified by the central authority, a remote game computer comprising:

associated memory and processing means for executing at least one program from said associated memory, said at least one program including a game program, said processing means executing said game program to enable the player to play at least one game of skill on said game computer upon receipt of game authorization data pursuant to a purchase request, said game computer for enabling the player to provide solutions to said games during play, said game computer further having authentication means operatively associated therewith for generating an authenticatable message representing the player's solution to said at least one game of skill.

3. In a system for playing games of chance on at least one remote game computer, where each game has at least one associated outcome that is predetermined by a central gaming authority with a central management computer prior to game play, a remote game computer comprising:

associated memory and processing means for executing at least one program from said associated memory, said at least one program including a game program, said processing means executing said game program to enable the player to play at least one game on said game

computer upon receipt of game authorization and outcome data pursuant to a purchase request, said game outcome data representing at least one predetermined outcome that is revealed to the player as a result of game play, said game computer further having authentication means operatively associated therewith for generating an authenticatable redemption request message.

4. A method for enabling games of skill for prizes on at least one remote game computer, where each game has at least one correct solution and where a central authority having an associated central management computer authorizes players to play the games on the game computer, the players' solutions to which are verified by the central authority, comprising the steps of:

(a) identifying said game computer to said central management computer;

(b) requesting a number of game authorizations from said central management computer;

(c) said central management computer generating a count of authorized games of skill, and forming an authenticatable game authorization message representing said game authorizations;

(d) communicating said authenticatable game authorization message to said game computer after payment authorization for said authorized games by the player; and

(e) said game computer authenticating said authenticatable game authorization message and, if authenticated, allowing said game computer to play a number of games of skill represented in said authenticatable game authorization message.

5. A method for playing games of chance on at least one

remote game computer, where each game has at least one outcome that is predetermined by a central gaming authority having an associated central management computer prior to game play, comprising the steps of:

5 (a) identifying said game computer to said central management computer;

 (b) requesting a number of game authorizations from said central management computer;

 (c) said central management computer forming an authenticatable game authorization message representing
10 at least one predetermined game outcome;

 (d) communicating said authenticatable game authorization message to said game computer after payment authorization for said authorized games by the player;
15 and

 (e) said game computer authenticating said authenticatable game authorization message and, if authenticated, allowing said game computer to reveal said at least one predetermined outcome represented in said
20 authenticatable game authorization message.

6. The method recited in Claim 5, wherein said game computer associated memory stores an accumulated cash-balance of winnings, and said authenticatable game authorization message represents a predetermined number
25 of game authorizations in connection with said purchase request, and further represents a predetermined number of standby game authorizations which are played by debiting said accumulated cash-balance.

7. The method recited in Claim 5, wherein redemption of winnings associated with said at least one predetermined
30 outcome, includes the following steps:

 (f) identifying said game computer to said central

management computer;

(g) said game computer generating an authenticatable redemption request message representing said at least one predetermined game outcome;

5 (h) communicating said authenticatable redemption request message to said central management computer through at least one of a temporary direct electronic connection and a manually input data step; and

10 (i) said central management computer authenticating said authenticatable redemption request message and verifying outcome data represented therein to outcome data previously transmitted in said authenticatable game authorization message to authorize at least one of a payout of winnings and credit toward additional game
15 authorizations.

8. The method recited in Claim 5, further comprising the steps of said game computer generating a random challenge value based upon a unique identifier associated with said game computer; communicating said challenge value to said
20 central management computer through at least one of a temporary direct electronic connection and a manually input data step; and said central management computer incorporating said challenge value in said authenticatable game authorization message.

25 9. The method recited in Claim 7, further comprising the steps of said central management computer generating a random challenge value based upon a unique identifier associated with said game computer; communicating said challenge value to said game computer through at least
30 one of a temporary direct electronic connection and a manually input data step; and said game computer incorporating said challenge value in said authenticatable redemption request message.

10. The method recited in Claim 5, wherein said at least one predetermined outcome is determined prior to a purchase request.

5 11. The method recited in Claim 5, wherein said at least one predetermined outcome is determined in response to a purchase request.

12. The game computer recited in Claims 2 or 3, wherein said game computer further comprises a security token, said security token comprising a tamper-resistant secure perimeter including memory and processing means for
10 executing programs from said secure perimeter memory, said secure perimeter including said authentication means for generating and authenticating authenticatable messages, said secure perimeter generating said
15 authenticatable redemption request message representing said at least one outcome of said game in response to a prize redemption request.

13. The game computer recited in Claim 3, wherein said associated memory is loaded with a plurality of
20 predetermined game outcomes and said game authorization data at a time at least one of contemporaneous to said payment and prior to said payment by the player.

14. The game computer recited in Claim 2, wherein said associated memory is loaded with at least one puzzle
25 game, and where said game authorization data comprises an activation message broadcast via mass communication channels, said game authorization data enabling said at least one puzzle game to be started after at least one of a certain temporal threshold and an external occurrence.

30 15. The game computer recited in Claim 2, wherein said authenticatable redemption request message represents a player's solution to said puzzle, and said player's solution and time of completion is verified at said

central management computer.

16. The game computer recited in Claim 2, wherein said game computer generates a hash value of a player's solution to said at least one puzzle game, and where a hash value representing a correct puzzle solution for said puzzle is compared to said player's solution at said central management computer.

17. The game computer recited in Claim 16, wherein said game computer includes means for time stamping said hash value, said means for time stamping being disposed within a tamper-resistant secure perimeter.

18. The game computer recited in Claim 2, further comprising a global positioning system receiver operatively associated with said game computer for enabling positional data relating to the location of game play when said processing means executes said game program to be used for at least one of enabling game play and providing statistical location data relating to game play.

19. The game computer recited in Claim 3, further comprising a global positioning system receiver operatively associated with said game computer for enabling positional data relating to the location of game play when said processing means executes said game program to be used for at least one of enabling game play and providing statistical location data relating to game play.

20. An off-line system for enabling probabilistic games of chance for prizes on at least one remote game computer, where each game of chance has a plurality of chances to win that are selectable by the player on the remote game computer, the player selecting at least one of the chances and the player's selection being

verifiable by a central authority with an associated central management computer that authorizes game play on the remote game computer, comprising:

5 at least one game computer including associated memory and processing means for executing at least one program from said associated memory, said at least one program including a game program, said processing means executing said game program to enable the player to play at least one game of chance by selecting at least one of
10 a plurality of chances to win on said game computer upon receipt of game authorization data pursuant to a purchase request, said data representing a plurality of chances to win, said game computer further having authentication means operatively associated therewith for generating
15 authenticatable messages; and

a central management computer having associated memory, processing means for executing at least one program from said central management computer associated memory, and central management computer authentication
20 means operatively associated therewith for generating and authenticating authenticatable messages, said central management computer for enabling an authenticated session to communicate said game authorization data and data representing the player's selection through at least one
25 of a direct electronic connection and a manually input data step to said game computer to enable said central management computer to authorize game play on said game computer while said game computer is not connected to any other device during play and to enable prize redemption.
30 20. A method for enabling play of probalistic games of chance on at least one remote game computer, where each game has a plurality of chances to win that are selectable by the player on the remote game computer, the

player selecting at least one of the chances and the player's selection being verifiable by a central authority with an associated central management computer that authorizes game play on the remote game computer, comprising the steps of:

(a) identifying said game computer to said central management computer;

(b) requesting a number of game authorizations from said central management computer;

(c) said central management computer forming an authenticatable game authorization message representing a plurality of chances to win, at least one of which is selectable by the player for subsequent verification by said central management computer;

(d) communicating said authenticatable game authorization message to said game computer after payment authorization for said authorized games by the player; and

(e) said game computer authenticating said authenticatable game authorization message and, if authenticated, allowing said game computer to display said plurality of chances to win for selection by the player.

21. The method recited in Claim 20, wherein redemption of winnings associated with said selection further comprising the steps of:

(f) identifying said game computer to said central management computer;

(g) said game computer generating an authenticatable redemption request message representing said selection by the player;

(h) communicating said authenticatable redemption

request message to said central management computer through at least one of a temporary direct electronic connection and a manually input data step; and

5 (i) said central management computer authenticating said authenticatable redemption request message and verifying said selection by the player represented therein to authorize at least one of a payout of winnings and credit toward additional game authorizations.

10 22. A method for enabling off-line games of skill for prizes on at least one remote game computer, where the player's game input does not produce a game outcome until the game input is processed by a central management computer, comprising the steps of:

15 (a) said central management computer forming an authenticatable game authorization message for enabling play of at least one game of skill on said game computer;

20 (b) at least one of communicating said authenticatable game authorization message and inputting said authenticatable game authorization message to said game computer through at least one of a direct electronic connection and a manually input data step;

(c) generating at least one game of skill on said game computer while said game computer is not connected to any other device during play;

25 (d) communicating player game input data to said central management computer through at least one of a direct electronic connection and a manually input data step;

30 (e) said central management computer reading said player game input data and executing a program to produce at least one game outcome based upon the player's game input data; and

(f) notifying the player of said at least one game outcome.

23. A method for playing games of chance on at least one remote game computer, where each game has at least one outcome that is predetermined by a central authority having an associated central management computer prior to game play, comprising the steps of:

(a) said central management computer receiving identification data from a remote game computer;

(b) said central management computer processing a request for a number of game authorizations from said game computer;

(c) said central management computer forming an authenticatable game authorization message representing at least one predetermined game outcome after receiving payment authorization from the player;

(d) communicating said authenticatable game authorization message to said game computer to authorize play on said game computer; and

(e) receiving an authenticatable redemption request message from said game computer to verify said at least one predetermined outcome represented in said authenticatable game authorization message.

24. A method for enabling games of skill for prizes on at least one remote game computer, where each game has at least one correct solution and where a central authority having an associated central management computer authorizes players to play the games on the game computer, the players' solutions to which are verified by the central authority, comprising the steps of:

(a) said central management computer receiving identification data from a remote game computer;

(b) said central management computer processing a request for a number of game authorizations from said game computer;

5 (c) said central management computer generating a count of authorized games of skill, and forming an authenticatable game authorization message to enable game play on said game computer;

10 (d) communicating said authenticatable game authorization message to said game computer after payment authorization for said authorized games by the player; and

15 (e) receiving and authenticating an authenticatable redemption request message representing the player's solution to said game of skill from said game computer and verifying the player's solution to said game of skill.

20 25. The system recited in Claim 1, wherein said game computer associated memory includes an outcome reference string comprising a plurality of random reference outcomes and said central management computer has an identical outcome reference string for said game computer, and said authenticatable game authorization message includes data identifying a common memory address of at least one outcome selected from said outcome reference string in said central management computer in response to said purchase request.

25 30 26. The game computer recited in Claim 3, wherein said game computer associated memory includes an outcome reference string comprising a plurality of random reference outcomes, said outcome reference string being identically stored in said associated memory of said central management computer for said game computer.

27. The system recited in Claim 1, wherein said central management computer includes a program in said central computer associated memory for generating a seed value for an algorithm stored in said associated memory of said game computer to generate said predetermined outcomes at said game computer, said seed value being represented by data in said authenticatable game authorization message, and said game computer executing a program to cause said processing means thereof to generate said at least one outcome by applying said seed value to said algorithm, said algorithm also residing in said central management computer associated memory for said game computer.

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